- Dudes on big map represent point values of forces

- when battle commences, you choose ur points how to spend

~~maybe have a screen behind which you can plot where your guys are~~ too complex

Battles can be Large, Med., or Small

The only units whose precise locale matters are heroes/Leaders & siege machines (tokens on map to show them)

have to "develop" the land by building bridges, roads, tunnels, shipyards, etc. and towns, castles, mines, hideouts

Stronghold = castle (must be built)